

FIRST REGULAR SESSION

HOUSE BILL NO. 157

97TH GENERAL ASSEMBLY

INTRODUCED BY REPRESENTATIVE FRANKLIN.

0923H.01I

D. ADAM CRUMBLISS, Chief Clerk

AN ACT

To amend chapter 144, RSMo, by adding thereto three new sections relating to violent video games, with an emergency clause.

Be it enacted by the General Assembly of the state of Missouri, as follows:

Section A. Chapter 144, RSMo, is amended by adding thereto three new sections, to be known as sections 144.1020, 144.1022, and 144.1024, to read as follows:

144.1020. As used in sections 144.1022 and 144.1024, the term “violent video game” means a video or computer game that has received a rating from the Entertainment Software Rating Board of Teen, Mature, or Adult Only.

144.1022. 1. In addition to any other sales tax provided for by law, there is hereby levied upon sales of all violent video games an excise tax based on the gross receipts or gross proceeds of each sale at a rate of one percent.

2. The rate provided for in subsection 1 of this section shall not affect any county or municipal sales tax imposed pursuant to law.

3. The revenue generated by the additional tax imposed under this section, less any reduction allowed under section 149.021, shall be deposited in the state general revenue fund and appropriated solely for the treatment of mental health conditions associated with exposure to violent video games. The revenues derived from the tax imposed under this section shall constitute new and additional funding for treatment of mental health conditions associated with exposure to violent video games and shall not be used to replace existing funding as of July 1, 2013, for the same or similar funding for treatment of mental health conditions associated with exposure to violent video games.

EXPLANATION — Matter enclosed in bold-faced brackets [thus] in the above bill is not enacted and is intended to be omitted from the law. Matter in **bold-face** type in the above bill is proposed language.

144.1024. 1. In addition to any other tax provided for by law, there is hereby levied upon persons storing, using, or otherwise consuming within this state, tangible personal property purchased or brought into this state, an excise tax on the storage, use, or other consumption in this state of all violent video games, based on the gross receipts or purchase price of such property at a rate of one percent.

2. The revenue generated by the additional tax imposed under this section, less any reduction allowed under section 149.021, shall be deposited in the state general revenue fund and appropriated solely for the treatment of mental health conditions associated with exposure to violent video games. The revenues derived from the tax imposed under this section shall constitute new and additional funding for treatment of mental health conditions associated with exposure to violent video games and shall not be used to replace existing funding as of July 1, 2013, for the same or similar funding for treatment of mental health conditions associated with exposure to violent video games.

Section B. Because immediate action is necessary to protect the mental health of individuals exposed to violent video games, the enactment of sections 144.1020, 144.1022, and 144.1024 of this act is deemed necessary for the immediate preservation of the public health, welfare, peace, and safety, and the enactment of sections 144.1020, 144.1022, and 144.1024 of this act is hereby declared to be an emergency act within the meaning of the constitution, and the enactment of sections 144.1020, 144.1022, and 144.1024 of this act shall be in full force and effect upon its passage and approval.

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